CLAIMS

[Claim(s)]
[Claim 1]Via a network. It is the recording medium which recorded a program of a video
game which can operate by turns the 1st which uses the 1st - the n-th (n is two or more
integers) computer which were connected to a common server, respectively - a player
character with the n-th common player and in which computer reading is possible, When
a program of said video game is read by said 1st [the] - the n-th computer, If said 1st
computer is performed and said operating command is inputted, receiving an input of an
operating command to said player character by said 1st player, While operating said
player character according to the operating command, If said 1st computer is made to
perform transmitting the operating command to said server and said operating command
is received from said server, Said 2nd [the] - the n-th computer are made to perform
operating said player character according to the operating command, and it is the k-th
player (k) from said 1st player. A recording medium which makes said 1st and k-th
computers perform making said k-th player relieve of operation of said player character
from said 1st player when shift conditions to an integer with which 2 <=k<=n is filled are
fulfilled.
[Claim 2]Making said k-th player relieve of operation of said player character from said
1st player, If a shift demand is inputted by said k-th player during operation of said 1st
player, If said k-th computer is made to perform transmitting a shift requirement signal to
said server and said shift requirement signal is received from said server, If said 1st
computer is made to perform displaying a screen which refers for whether it consents to a
shift demand and said 1st player consents to a shift demand, while transmitting a consent
notification signal to said server, If said 1st computer is made to perform forbidding
operation of said player character by said 1st player and said 1st player refuses a shift
demand, If said 1st computer is made to perform transmitting a refusal notification signal
to said server and said consent notification signal is received from said server, The
recording medium according to claim 1 containing what made for said k-th computer to
perform permitting operation of said player character to said k-th player.
[Claim 3]Making said k-th player relieve of operation of said player character from said
1st player, Said 1st computer is made to perform displaying a screen for making said 2nd
[the] - any one person's player of the n-th player specify it as said 1st player, if a shift
demand is inputted by said 1st player, When said k-th player is specified by said 1st
player, said 1st computer is made to perform transmitting identification information of a
shift requirement signal and said k-th player to said server, If said shift requirement

signal transmitted to said k-th computer from said server based on said identification information is received, If said k-th computer is made to perform displaying a screen which refers for whether it consents to a shift demand and said k-th player consents to a shift demand, while transmitting a consent notification signal to said server, If said k-th computer is made to perform permitting operation of said player character to said k-th player and said k-th player refuses a shift demand, If said k-th computer is made to perform transmitting a refusal notification signal to said server and said consent notification signal is received from said server, The recording medium according to claim 1 containing what made for said 1st computer to perform forbidding operation of said player character by said 1st player.

[Claim 4]Making said k-th player relieve of operation of said player character from said 1st player, If compulsive shift instructions are inputted by said k-th player, while permitting operation of said player character to said k-th player, If said k-th computer is made to perform transmitting a compulsive shift notification signal to said server and said compulsive shift notification signal is received from said server, The recording medium according to claim 1 containing what made for said 1st computer to perform forbidding operation of said player character by said 1st player.

[Claim 5]Making said k-th player relieve of operation of said player character from said 1st player, Said 1st computer is made to perform displaying a screen for making any one person's player specify it as said 1st player among said 2nd [the] - the n-th player, if compulsive shift instructions are inputted by said 1st player, If said k-th player is specified by said 1st player, while transmitting identification information of a shift requirement signal and said k-th player to said server, If said shift requirement signal which made said 1st computer perform forbidding operation of said player character by said 1st player, and was transmitted to said k-th computer from said server based on said identification information is received, The recording medium according to claim 1 containing what made for said k-th computer to perform permitting operation of said player character to said k-th player.

[Claim 6]Making said k-th player relieve of operation of said player character from said 1st player, When said 1st player operates said player character continuously over the predetermined shifting time, while making said 1st computer perform forbidding operation of said player character by said 1st player, The recording medium according to claim 1 containing what made for said k-th computer to perform permitting operation of said player character to said k-th player.

[Claim 7]Making said k-th player relieve of operation of said player character from said 1st player, When a parameter set change according to a damage which said player character received becomes below a predetermined threshold, The recording medium according to claim 1 containing what made for said k-th computer to perform permitting operation of said player character to said k-th player while making said 1st computer perform forbidding operation of said player character by said 1st player.

[Claim 8]It is a program of a video game which can operate by turns the 1st which uses the 1st - the n-th (n is two or more integers) computer which were connected to a common server via a network, respectively - a player character with the n-th common player, If said 1st computer is performed and said operating command is inputted, receiving an input of an operating command to said player character by said 1st player, While operating said player character according to the operating command, If said 1st

computer is made to perform transmitting the operating command to said server and said operating command is received from said server, Said 2nd [the] - the n-th computer are made to perform operating said player character according to the operating command, and it is the k-th player (k) from said 1st player. A video game program which makes said 1st and k-th computers perform making said k-th player relieve of operation of said player character from said 1st player when shift conditions to an integer with which 2 <=k<=n is filled are fulfilled.

[Claim 9]Making said k-th player relieve of operation of said player character from said 1st player, If a shift demand is inputted by said k-th player during operation of said 1st player, If said k-th computer is made to perform transmitting a shift requirement signal to said server and said shift requirement signal is received from said server, If said 1st computer is made to perform displaying a screen which refers for whether it consents to a shift demand and said 1st player consents to a shift demand, while transmitting a consent notification signal to said server, If said 1st computer is made to perform forbidding operation of said player character by said 1st player and said 1st player refuses a shift demand, If said 1st computer is made to perform transmitting a refusal notification signal to said server and said consent notification signal is received from said server, The video game program according to claim 8 containing what made for said k-th computer to perform permitting operation of said player character to said k-th player.

[Claim 10]Making said k-th player relieve of operation of said player character from said 1st player, Said 1st computer is made to perform displaying a screen for making said 2nd [the] - any one person's player of the n-th player specify it as said 1st player, if a shift demand is inputted by said 1st player, When said k-th player is specified by said k-th player, said 1st computer is made to perform transmitting identification information of a shift requirement signal and said k-th player to said server, If said shift requirement signal transmitted to said k-th computer from said server based on said identification information is received, If said k-th computer is made to perform displaying a screen which refers for whether it consents to a shift demand and said k-th player consents to a shift demand, while transmitting a consent notification signal to said server, If said k-th computer is made to perform permitting operation of said player character to said k-th player and said k-th player refuses a shift demand, If said k-th computer is made to perform transmitting a refusal notification signal to said server and said consent notification signal is received from said server, The video game program according to claim 8 containing what made for said 1st computer to perform forbidding operation of said player character by said 1st player.

[Claim 11]Making said k-th player relieve of operation of said player character from said 1st player, If compulsive shift instructions are inputted by said k-th player, while permitting operation of said player character to said k-th player, If said k-th computer is made to perform transmitting a compulsive shift notification signal to said server and said compulsive shift notification signal is received from said server, The video game program according to claim 8 containing what made for said 1st computer to perform forbidding operation of said player character by said 1st player.

[Claim 12]Making said k-th player relieve of operation of said player character from said 1st player, Said 1st computer is made to perform displaying a screen for making any one person's player specify it as said 1st player among said 2nd [the] - the n-th player, if compulsive shift instructions are inputted by said 1st player, If said k-th player is

specified by said 1st player, while transmitting identification information of a shift requirement signal and said k-th player to said server, If said shift requirement signal which made said 1st computer perform forbidding operation of said player character by said 1st player, and was transmitted to said k-th computer from said server based on said identification information is received, The video game program according to claim 8 containing what made for said k-th computer to perform permitting operation of said player character to said k-th player.

[Claim 13]Making said k-th player relieve of operation of said player character from said 1st player, When said 1st player operates said player character continuously over the predetermined shifting time, while making said 1st computer perform forbidding operation of said player character by said 1st player, The video game program according to claim 8 containing what made for said k-th computer to perform permitting operation of said player character to said k-th player.

[Claim 14]Making said k-th player relieve of operation of said player character from said 1st player, When a parameter set change according to a damage which said player character received becomes below a predetermined threshold, While making said 1st computer perform forbidding operation of said player character by said 1st player, The video game program according to claim 8 containing what made for said k-th computer to perform permitting operation of said player character to said k-th player.

[Claim 15]Are a video game device characterized by comprising the following, and said computer, When operation of said player character through the computer concerned is permitted, If an input of an operating command to said player character by a player which uses the computer concerned is received and said operating command is inputted, while operating said player character according to the operating command, If an operating command from other computers is received from said server when operation of said player character which transmitted the operating command to said server, and passed the computer concerned is forbidden, If shift conditions to other players [player / said] are fulfilled when operation of said player character which operated said player character according to the operating command, and passed the computer concerned is permitted, If shift conditions from other players to said player are fulfilled when operation of said player character through the computer concerned is forbidden and operation of said player character through the computer concerned is forbidden, A video game device which permits operation of said player character through the computer concerned.

A recording medium which recorded a program of a video game with two or more players able to operate a common player character by turns which use two or more computers connected to a common server via a network, respectively and in which computer reading is possible.

A computer which can connect with said server via a network, and reads and executes said program from said recording medium.

[Claim 16]A possible computer of connecting with a server via a network, It has a display connected to said computer, Via a player and a network which use said computer. It is the control method of a video game device which displays a screen of a video game with a player able to use other computers connected to said server, and also to operate a common player character by turns on said display, When operation of said player character through the computer concerned is permitted, If an input of an operating

command to said player character by a player which uses the computer concerned is received and said operating command is inputted, while operating said player character according to the operating command, If an operating command from a computer besides the above is received from said server when operation of said player character which transmitted the operating command to said server, and passed the computer concerned is forbidden, If shift conditions from said player to said other players are fulfilled when operation of said player character which operated said player character according to the operating command, and passed the computer concerned is permitted, If shift conditions from said other players to said player are fulfilled when operation of said player character through the computer concerned is forbidden and operation of said player character through the computer concerned is forbidden, A video game device control method of making said computer performing what operation of said player character through the computer concerned is permitted for.

[Claim 17]Are a video game system characterized by comprising the following, and a program of said video game, When read by said 1st [the] - the n-th computer, if said 1st computer is performed and said operating command is inputted, receiving an input of an operating command to said player character by said 1st player, While operating said player character according to the operating command, If said 1st computer is made to perform transmitting the operating command to said server and said operating command is received from said server, Said 2nd [the] - the n-th computer are made to perform operating said player character according to the operating command, and it is the k-th player (k) from said 1st player. A video game system which makes said 1st and k-th computers perform making said k-th player relieve of operation of said player character from said 1st player when shift conditions to an integer with which 2 <=k<=n is filled are fulfilled.

A recording medium which recorded a program of a video game which can operate the 1st - a player character with the n-th (n is two or more integers) common player by turns and in which computer reading is possible.

A possible server of said 1st [the] - the n-th computer connecting with the 1st which said 1st [the] - the n-th player use, respectively - the n-th computer via a network.

[Claim 18]The 1st - the n-th display which were connected to the 1st - the n-th (n is two or more integers) computer and said 1st [the] - the n-th computer, respectively, And said 1st [the] - the n-th computer are provided with a server connected via a network, It is the control method of a video game system which displays a screen of a video game which can operate by turns the 1st which uses said 1st [the] - the n-th computer, respectively - a player character with the n-th common player on said 1st [the] - the n-th display, respectively, If said 1st computer is performed and said operating command is inputted, receiving an input of an operating command to said player character by said 1st player, While operating said player character according to the operating command, If said 1st computer is made to perform transmitting the operating command to said server and said operating command is received from said server, If said 2nd [the] - the n-th computer are performed and shift conditions from said 1st player to the k-th player (integer with which k fills 2 <=k<=n) are fulfilled, operating said player character according to the operating command, A video game system control method of making said 1st and k-th computers performing making said k-th player relieving of operation of said player

character from said 1st player.

DETAILED DESCRIPTION

[Detailed Description of the Invention]
[0001]
[Field of the Invention]This invention about the recording medium which recorded the program and its program of a video game device, a method for controlling the same, and a video game and in which computer reading is possible, It is related with the possible video game of two or more players operating a common player character via a network especially.
[0002]
[Description of the Prior Art]In recent years, two or more players operate each player character in common virtual space using a network, and the multi-play type video game which plays a match against other players, or cooperates, and plays is increasing. The virtual world seen from the viewpoint set as each player is displayed on the display which each player uses, and the character of other players is also displayed on it.
[0003]
[Problem(s) to be Solved by the Invention]Even though it plays the conventional multi-play type video game in cooperation with other players, and turns against other players and plays it, each player operates each one of player characters, and makes the character of other players make helped or attack. There is a method of such a multi-play for many years, and the player is demanding a new multi-play method.
[0004]Then, a video game device which provides the new multi-play method with which this invention used the network and a method for controlling the same, Let it be a technical problem to provide the recording medium which recorded the program and its program of a video game system, a method for controlling the same, and a video game and in which computer reading is possible.
[0005]
[Means for Solving the Problem]According to this invention, a video game which can operate by turns the 1st which uses the 1st - the n-th (n is two or more integers) computer which were connected to a common server via a network, respectively - a player

character with the n-th common player is realized. The 1st computer receives an input of an operating command to a player character by the 1st player. If an operating command is inputted by the 1st player, the 1st computer will transmit the operating command to a server while operating a player character according to the operating command. The 2nd - the n-th computer will operate a player character according to the operating command, if an operating command is received from a server. If shift conditions from the 1st player to the k-th player (integer with which k fills 2 <=k<=n) are fulfilled, the 1st and k-th computers will perform processing for making the k-th player relieve of operation of a player character from the 1st player.

[0006]Thus, in this invention, one person can operate a player character among two or more players. A computer used except a player to which operation was permitted does not receive an operating command from these players, but operates a player character according to an operating command which a player under operation inputted. Therefore, these players will observe a screen according to operation of a character which a player under operation makes perform. If predetermined shift conditions are fulfilled, it can be made to take the place of one person of a player while observing a player which operates a player character. There is no such multi-play method in the former, and it gives fresh pleasure to a player. This invention is effective when a skilled player helps an unfamiliar player.

[0007]
[Embodiment of the Invention]Hereafter, with reference to an accompanying drawing, one embodiment of this invention is described in detail. Drawing 1 is a block diagram showing the entire configuration of the video game device concerning one embodiment of this invention. The video game device 1 is provided with the input device (for example, keypad) 3 and the output unit (for example, television set) 6 which were connected to the control device 2 which controls the video game device 1, and the control device 2 as an example. The video game device 1 is further provided with the memory card 5 which saves the game data of progress data, configuration data, etc. of a game.

[0008]The control device 2 is one computer. In this example, the control device 2 is a game machine for home use. However, it is not necessarily limited to this.

[0009]As shown in drawing 1, the control device 2 as an example of the composition, The main control part 11, RAM (Random Access.) Memory; The random access memory 12, the interface part 13, the sound treating part 14, the graphics operation part 15, CD-ROM drive 16, the communication interface 17, HDD(Hard Disk Drive; hard disk drive) 18. And it has the bus 19 which connects these components mutually. A program and image data for CD-ROM drive 16 to realize processing about the game mentioned later, It is constituted so that CD-ROM(Compact Disc Read Only Memory) 4 which is the recording medium which stored sound data etc. can be carried enabling free attachment and detachment.

[0010]The main control part 11 CPU (Central Processing Unit; central processing unit), It is a circuit provided with ROM (Read Only Memory; read-only memory) etc., and CPU controls each part of the control device 2 according to the program stored in RAM12 (it is ROM depending on the case). Base programs, such as a boot program of the control device 2 and OS (Operating System), are memorized by ROM. This main control part 11 is provided with the oscillator or the timer counter (not shown [both]), generates a clock signal based on the timing signal outputted for every prescribed period from an oscillator,

and clocks time by calculating this clock signal with a timer counter.

[0011]RAM12 is a main memory unit used in order that CPU of the main control part 11 may execute a program, and the data which is needed for the program which CPU executes, or its execution is stored. RAM12 is used also as a work area at the time of program execution.

[0012]The interface part 13 is constituted so that the input device 3 and the memory card 5 can be connected enabling free attachment and detachment. This interface part 13 controls the data transfer between each part (mainly main control part 11), the input device 3, or the memory card 5 connected to the bus 19.

[0013]The sound treating part 14 is a circuit which performs processing for reproducing sound data, such as BGM (Back Ground Music) of a game, and a sound effect. According to the command from the main control part 11, this sound treating part 14 generates an audio signal based on the data memorized by RAM12, and supplies this to the output unit 6.

[0014]The graphics operation part 15 is provided with a frame buffer (not shown), and draws the picture according to the command from the main control part 11 on a frame buffer. The graphics operation part 15 adds a predetermined synchronized signal to the image data drawn by the frame buffer, generates a video signal, and supplies this to the output unit 6.

[0015]CD-ROM drive 16 is a reader which reads the data stored in CD-ROM4 which is a recording medium. The video game device 1 realizes control about the game mentioned later by performing control which followed the control device 2 at the game program recorded on CD-ROM4.

[0016]The communication interface 17 is a circuit which performs communications control at the time of performing various data exchange among the other devices on the network 100, and is connected to the network 100 via the communication line 99 if needed. The communication interface 17 controls transfer of the information (a program and data) between the control device 2 and the communication network 100. The game program and data which were downloaded from the external communication network 100 via the communication interface 17 and the communication line 99 are storable in HDD18.

[0017]HDD18 is an auxiliary storage unit used in order that CPU of the main control part 11 may execute a program. Various data and programs, such as information downloaded using the communication interface 17 and information read in CD-ROM4, are storable in HDD18.

[0018]CD-ROM4 stores game software. The game program and the required data which make processing required for execution of a computer game perform to a main control part are contained in this game software. The program which makes the video game device 1 perform the method concerning this embodiment is included in this game program. The game software stored in CD-ROM4 can be read by operating CD-ROM drive 16.

[0019]The video game device 1 can also memorize game software to HDD18. This game software may be pre-installed in HDD18, and it can install from CD-ROM4 or it can also be downloaded from the other devices on the communication network 100 as mentioned above.

[0020]The input device 3 is provided with two or more operating tools operated by the

player in order to input various directions about a game into the control device 2. The input device 3 will send the command signal according to the operating tool to the control device 2 via the interface part 13, if an operating tool is operated. According to this embodiment, the keypad 30 which is generally attached in a home video game machine as an example is prepared as the input device 3.

[0021]Drawing 2 (a) is a top view showing the keypad 30, and (b) is a rear elevation showing the keypad 30. As shown in drawing 2 (a), to the keypad 30. The cross key 31 for inputting direction directions, the operation key (for example, the O button 32, the ** button 33, the ** button 34, the x button 35, the start button 36, the select button 42) for inputting various kinds of instructions into the control device 2, etc. are provided as an operating tool. The joy sticks 37a and 37b are also formed in the keypad 30 as an operating tool for inputting direction directions. As shown in drawing 2 (b), two or more operation keys (the R1 button 38, the R2 button 39, the L1 button 40, the L2 button 41) are provided also in the back of the keypad as an operating tool. The keypad 30 has a vibration (vibration) function. That is, the motor can be built in, the motor can operate by receiving a predetermined control signal from the control device 2, and, on the whole, the keypad 30 can vibrate the keypad 30 now.

[0022]The memory card 5 is an auxiliary storage unit which comprises a flash memory, is controlled by the control device 2, and memorizes game data. The main control part 11 controls the writing of the data to the memory card 5, and the read in of the data from the memory card 5 via the interface part 13.

[0023]The output unit 6 displays a game image based on the video signal and audio signal from the control device 2, and outputs a sound. According to this embodiment, the television (TV) set is prepared as the output unit 6. This television set is provided with the display screen 61 for image display, and the loudspeaker 62 for voice response. A television set answers the sound signal from the sound treating part 14, and outputs a sound from the loudspeaker 62 while it answers the video signal from the graphics operation part 15 and displays a picture on the display screen 61. Therefore, a television set functions as both sides of a display and a speech output unit.

[0024]The main control part 11 controls operation of the control device 2 by the base software and CD-ROM drive 16 which are stored in ROM based on the game software which is read from CD-ROM4 and stored in RAM12. For example, the main control part 11 reads graphical data from CD-ROM4, transmits it to the graphics operation part 15, and directs generation of a picture in the graphics operation part 15. Answering these directions, the graphics operation part 15 generates a video signal using graphical data. This video signal is sent to the output unit 6. Thereby, a picture is displayed on the display screen 61 of the output unit 6.

[0025]Drawing 3 is a schematic diagram showing the composition of the network game system containing the video game device 1 of this embodiment. In this system, the video game devices 1a and 1b of composition of being shown in drawing 1, etc. are connected to the server group 102 via the Internet 100.

[0026]While the server group 102 provides the interface of the authentication server group 111 which performs account management for user authentication, and the game device 1 and other server groups, Inspection service of contents, such as a sound and an animation. The profile server group 115 for managing the mail server group 114 for providing service of the contents server group 112 to provide, the message server group

113 which provides the environment of a chat or a messenger, and an E-mail, and a user's profile, and game environment. The game server group 116 for providing is included. These server groups 111-116 are mutually connected via LAN117.

[0027]If CD-ROM4 which recorded the game program is set to CD-ROM drive 16, primitive operation including the display of initial screens (maker logo etc.), the check of the memory card 5 and the display of a title screen, loading of data, etc. will be performed like the usual game. Next, if an initial menu is displayed on the display 6 and a player chooses an "Internet connectivity" from a menu, the game device 1 will be connected to one server in the contents server group 112 via the Internet 100.

[0028]Subsequently, the authentication procedure of a player is performed. If the game device 1 is connected to a contents server, an authentication demand screen will be displayed on the display 6. A player inputs information required for attestation in the displayed authentication demand screen. The inputted information is sent to the authentication server group 111 via a contents server from the game device 1, and attestation is performed there.

[0029]If attestation is obtained, a service menu will be displayed on the display 6. If a player chooses a "game" from the service name displayed on the service menu, the message for which it refers to a player will be displayed [whether a competition play is chosen or a cooperation play is chosen, and]. A player's selection of a competition play will display [whether the DEYUERU mode in which two persons' player is pitched against each other is chosen or the battle-royal mode in which three or more persons' player can be pitched mutually against each other is chosen, and] the message for which it refers to a player. On the other hand, a player's selection of a cooperation play will display [whether the normal mode in which two or more players operate each one of player characters is chosen or the shift play mode in which two or more players operate a common player character is chosen, and] the message for which it refers to a player.

[0030]The feature of this embodiment is the ability to operate it while two or more players which operate two or more video game devices 1 connected to the common server, respectively change a common player character by choosing a shift play mode.

[0031]If a player chooses a shift play mode, the video game device 1 will be connected to the game server only for a shift play contained in the game server group 116, and a lobby screen will be displayed on the display 6. The lobby screen shows the virtual space showing a "lobby", and the picture showing other players which use the video game device 1 connected to the same server is displayed there. The player can perform a chat and can look for the cooperation player which plays together.

[0032]If the player which plays together is decided, a player will choose the map which plays a game. If a player chooses the item of a "map" from the menu displayed on a lobby screen, a list of a selectable map will be displayed. When there is a map already played by other players, the number of the player is also displayed. Other players may choose the map already played, and may participate in a game on the way, and the player which will start a game from now on may choose the map that nobody is playing, and may start a game newly.

[0033]Selection of the map that nobody is playing of the player which is going to start a game will display the window for setting up the operation shift conditions of a player character on the display 6 of the game device 1 which the player uses. Drawing 4 shows this shift conditioning window. As shown in drawing 4, this window includes the

notation of four shift condition options called a demand shift, a compulsive shift, a time shift, and a hit-points (Hit Point:H.P.) shift. Below, these shift condition options are explained.

[0034]When the demand shift option is effective, a player requires a shift into a game play at other players, and consenting to a demand becomes alternate conditions. Not only a player while observing operation of other players but the player whose player character is under operation can perform an alternate demand.

[0035]When the compulsive shift option is effective, it becomes alternate conditions that one of players inputs a compulsive shift command into the video game device 1 into a game play. A compulsive shift command can be inputted by operating the keypad 30 in a predetermined procedure. The both sides of the player under operation and the player under observation can input a compulsive shift command.

[0036]It becomes alternate conditions that a one player continues operating a fixed time player character succeeding the case where the time shift option is effective. The shift of an operation player based on this option makes an operation player change in the order defined beforehand so that it may mention later.

[0037]When the hit-points shift option is effective, it becomes alternate conditions that a fixed quantity of the hit points become below in response to a damage in a player character. An operation player is made to change in an order that the shift based on this option was also defined beforehand.

[0038]Hit points are the parameters set change according to the damage which the player character received, and the name of a life, energy, etc. may be used.

[0039]Drawing 4 is explained again. The character of "ON" showing the validity of each option or "OFF" showing invalidity is displayed on the right-hand side of each shift condition option. In the window 150, the cursor 152 for directing the character of "ON" or "OFF" is also displayed. The player can operate the cross key 31 of the keypad 30, and can move the cursor 152 up and down. The character of "ON" or "OFF" when the cursor 152 doubles is highlighted. If the O button 32 of the keypad 30 is pushed, the cursor 152 will change by turns between ON and OFF of the character in which it doubled. Thereby, the player can set up effective and the invalidity of a shift condition option.

[0040]Thus, in this embodiment, four shift conditions can be set up at the maximum, and when either of the shift conditions is fulfilled, processing which changes an operation player is performed.

[0041]Whether each shift conditions are validated can set up the player which chose the map first to have mentioned above. A shift conditioning screen is not displayed on the display 6 of the video game device 1 which the player which chose the map with other already selected players uses. Therefore, the player group who is going to choose the map that nobody is playing and is going to begin a shift play, Usually, it will discuss by players beforehand and the map to play, the player which chooses the map first, and the conditions which change operation of a player character will be decided.

[0042]The determined player chooses the map determined from the list of the map displayed on a screen, and sets up shift conditions in the shift conditioning screen displayed after that. Then, other players' selection of the same map will display on a screen the message which refers for whether it is consented that this setting out is set up shift conditions. Other players cannot change this shift condition.

[0043]A player's consent of shift conditions will transmit a signal to a game server from

the video game device 1. The game server which received the signal is registered as the player which chose the map for the player first, and a cooperation player which performs a shift play. A game server transmits a signal to the video game device 1 of the player which chose the map first, and the video game device 1 will display the message which reports that other players participated in the game as a cooperation player, if a signal is received.

[0044]If fixed time passes after the first player chooses a map, the game screen according to the map chosen as the display 6 which each player which chose the map by then uses will be displayed, and a game will begin. Immediately after a game start, the player which chose the map first can operate a player character, and the operation by other players is forbidden. That is, only the operating command by the first player is received by the video game device 1, and the operating command by other players is not received by the video game device 1.

[0045]If the player to which operation was permitted operates the keypad 30 and inputs the operating command of a player character into the control device 2, the control device 2 will transmit the operating command to a game server while operating a player character according to the operating command. A game server will be transmitted to the video game device 1 which a player while observing the operating command uses, if an operating command is received. This video game device 1 will operate a player character according to that operating command, if an operating command is received. Thereby, the game screen based on the same operation of the player character is displayed with the display 6 which the player under operation uses, and the display 6 which the player under observation uses. This does not change the video game of this embodiment, even if the third person viewpoint and player character as which a player character is displayed have adopted any of the first person viewpoint which is not displayed substantially.

[0046]After the player played by turns is decided above, the game play is started, but after a one player chooses a map and sets up shift conditions, a game may be started, and it may be waiting for intervention of other players.

[0047]Below, the situation where the 1st and 2nd players P1 and P2 operate the video game devices 1a and 1b connected to the same game server, respectively, and are playing the game is assumed. For a clear distinction, the subscript a will be given to the component of the 1st game device 1a that the 1st player uses, and the subscript b will be given to the component of the 2nd game device 1b that the 2nd player uses. The player P1 chooses a map first and assumes that the player character is operated from immediately after a game start.

[0048]When the demand shift option is set up effectively, and any player pushes the select button 42 of the keypad 30, the shift of an operation player can be required. Drawing 5 is a time chart which shows the shift of an operation player performed when the player P2 gives a shift demand during operation of the player P1. If the player P2 which is observing operation of the player character by the player P1 pushes the select button 42, a shift is required and the player P1 consents to the demand as shown in drawing 5, The player P1 is forbidden operation of a player character, and the player P2 is permitted operation of a player character. Thereby, an operation player takes the place.

[0049]Drawing 6 is a flow chart which shows the processing performed by the video game devices 1a and 1b, when a shift is required by the player P2 under observation. This processing is carried out when the control device 2a and 2b execute the game program

memorized by CD-ROMs 4a and 4b, respectively. Although a game program and required data are read from CD-ROMs 4a and 4b one by one according to the advancing state of processing and are transmitted to RAM12a and 12b, In the following explanation, the detailed explanation about transmission to read-out from CD-ROMs 4a and 4b, RAM12a, and 12b, etc. may be omitted. This is the same also about other flow charts explained below.

[0050]If the player P2 pushes the select button 42 during operation of the player character by the player P1 (Step S101), a shift requirement signal will be transmitted to a game server from the video game device 1b (Step S104). A game server will transmit the signal to the video game device 1a, if a shift requirement signal is received.

[0051]The video game device 1a will refer for whether a message is displayed and it consents to a shift to the player P1, if a shift requirement signal is received (Step S106) (Step S108). If the player P1 consents to a shift (step S110:YES route), the video game device 1a will transmit a consent notification signal to a game server (Step S111), and operation of the player character by the player P1 will be forbidden after that (Step S112). Thereby, the operating command by the player P1 is no longer received. On the other hand, if the player P1 refuses a shift (step S110:NO route), the video game device 1a will transmit a refusal notification signal to a game server (Step S113). A game server will transmit the signal to the video game device 1b, if a consent notification signal or a refusal notification signal is received.

[0052]The video game device 1b will judge whether the signal is a consent notification signal, if a notification signal is received from a game server (Step S114) (Step S116). When the received signal is judged to be a consent notification signal (step S116:YES route), the video game device 1b permits operation to a player character at the player P2 (Step S117). Thereby, the operating command by the player P2 comes to be received. On the other hand, when the received signal is judged to be a refusal notification signal (step S116:YES route), the video game device 1b displays the message which shows that the shift demand was refused (Step S118).

[0053]When it consents to a shift demand, the video game devices 1a and 1b synchronize via a game server so that prohibition of operation by the player P1 and permission of operation by the player P2 may be performed almost simultaneous. This is the same in other examples of a shift mentioned later.

[0054]The player P1 which is operating the player character can also perform a shift demand. Drawing 7 is a time chart which shows the shift of an operation player performed when the player P1 under operation advances a shift demand. If the player P1 which is operating the player character pushes the select button 42, a shift is required and the player P2 while observing the demand consents as shown in drawing 6, The player P1 is forbidden operation of a player character, and the player P2 is permitted operation of a player character. Thereby, an operation player takes the place.

[0055]Drawing 8 is a flow chart which shows the processing performed by the video game devices 1a and 1b, when the shift of an operation player is required by the player P1 under operation. If the player P1 pushes the select button 42 during operation of a player character (Step S151), the screen for specifying the shift player with which I have operation replaced will be displayed (Step S152). The list of the player names which can yield operation is displayed on this screen. According to this embodiment, since the player under observation is only in P2, only the name of the player P2 is displayed.

[0056]The player can be specified as a shift player by the player's P's1 operating the cross key 31 of the keypad 30, doubling it with the name of the player of a request of cursor, and pushing the O button 32 (Step S153). If a shift player is specified, the video game device 1a will transmit a shift requirement signal to a game server (Step S154). This signal contains the identifier of the specified shift player. If a shift requirement signal is received, a game server will identify the shift player specified based on the identifier contained in the signal, and will transmit the signal to the video game device 1 of the shift player. Therefore, when two or more observation players are, a shift requirement signal is sent only to the video game device 1 of the specified player. According to this embodiment, since the player P2 is specified as a shift player, a shift requirement signal is transmitted to the video game device 1b.

[0057]The video game device 1b will refer for whether a message is displayed and it consents to a shift to the player P2, if a shift requirement signal is received (Step S156) (Step S158). If the player P2 consents to a shift (step S160:YES route), the video game device 1b will transmit a consent notification signal to a game server (Step S161), and will permit operation of the player character by the player P2 after that (Step S162). On the other hand, if the player P2 refuses a shift (step S160:NO route), the video game device 1b will transmit a refusal notification signal to a game server (Step S163). A game server will transmit the signal to the video game device 1a, if a consent notification signal or a refusal notification signal is received.

[0058]The video game device 1a will judge whether the signal is a consent notification signal, if a notification signal is received from a game server (Step S164) (Step S166). When the received signal is judged to be a consent notification signal (step S166:YES route), the video game device 1a forbids operation of the player character by the player P1 (Step S167). On the other hand, when the received signal is judged to be a refusal notification signal (step S166:YES route), the video game device 1a displays the message which shows that the shift demand was refused (Step S168).

[0059]thus -- if the shift demand option is effective -- under observation -- in a player and operation -- any of a player -- although -- if the shift of player character operation can be required and other players consent to a shift, an operational player will be changed in a player character.

[0060]Next, a shift when the compulsive shift option is effective is explained. In this case, when either of the players operates the keypad 30 in a predetermined procedure during a player and operation during observation, an operation player can be changed compulsorily, without obtaining consent of other players. For example, while a player pushes the select button 42 of the keypad 30, the video game device 1 can be made to perform the compulsive shift of an operation player by pushing the ** button 33 in this embodiment. A series of input device operations for such a shift are called a shift command.

[0061]Drawing 9 is a time chart which shows the shift of an operation player performed when the player P1 under operation inputs a compulsive shift command. If the player P1 operates the keypad 30 and inputs the above-mentioned shift command, as shown in drawing 9, while the video game device 1a will forbid operation of the player character by the player P1, the video game device 1b permits operation of a player character to the player P2. Thereby, an operation player takes the place.

[0062]Drawing 10 is a flow chart which shows the processing performed by the video

game devices 1a and 1b, when a compulsive shift command is inputted by the player P1 under operation. If the player P1 inputs a compulsive shift command (Step S201), the video game device 1a will transmit a command input notification signal to a game server (Step S203). Then, operation of the player character by the player P1 is forbidden. A game server will transmit the signal to the video game device 1b, if a command input notification signal is received. The video game device 1b will permit operation of a player character to the player P2, if a command input notification signal is received from a game server (Step S206) (Step S208).

[0063]Thus, when the input of a compulsive shift command is answered, the video game device 1a forbids operation of the player P1 and the video game device 1b permits operation of the player P2, an operation player takes the place automatically. In the shift by the input of a compulsive shift command, it does not refer for whether it consents to a shift to other players. Also when the player under observation inputs a command, an operation player is made to take the place automatically in the above-mentioned example, although the player under operation has inputted the command by the same processing.

[0064]Next, a shift when the time shift option is effective is explained. In this case, when a one player continues over the predetermined shifting time and operates a player character, you are made to change operation to other players automatically. An alternate order is an order as which each player chose the map and determined the intervention to a game.

[0065]Drawing 11 is a time chart which shows the shift of the operation player by time progress. If the player P1 continues operating a player character ranging from the game start to the shifting time t1, the video game device 1a will forbid operation of the player P1, and the video game 1b will permit operation of the player P2. Thereby, an operation player takes the place automatically.

[0066]Next, a shift when the hit-points shift option is effective is explained. In this case, when the hit points of a player character become below a predetermined value, an operation player is made to take the place automatically. An alternate order is an order as which each player chose the map and determined the intervention to a game.

[0067]Drawing 12 is a time chart which shows the shift of the operation player due to a hit-points fall. If the hit points of a player character become below a predetermined threshold during operation of the player P1, the video game device 1a will forbid operation of the player P1, and the video game 1b will permit operation of the player P2. Thereby, an operation player takes the place automatically.

[0068]Instead of changing an operation player automatically, when the time of the shifting time passing and hit points fall below to a threshold, The video game device 1a transmits a shift requirement signal to the video game device 1 of other players via a game server like the demand alternating processing explained with reference to drawing 6. In this case, processing after Step S106 of drawing 6 is performed.

[0069]Thus, this embodiment can provide the multi-play method which is not in the former of operating it while two or more players change a common player character, and can give fresh pleasure to a player. This multi-play method is effective especially when teaching an operation method, while the skilled player helps an unfamiliar player.

[0070]As mentioned above, although this invention was concretely explained based on the embodiment, various modification is possible for this invention in the range which is not limited to the above-mentioned embodiment and does not deviate from the gist. For

example, two or more steps in accordance with the method concerning this invention can change the order in the range which does not deviate from the meaning or the range of this invention.

[0071]Although the above-mentioned embodiment explains the video game device provided with a home video game machine as the control device 2, it is also possible for this invention not to be limited to this but to apply to general purpose computers, arcade game machines, etc., such as a personal computer.

[0072]Although the display and the input device, and the control device have dissociated in the above-mentioned embodiment, it is also possible to apply this invention to the video game device with which the display and the input device, and the control device were unified.

[0073]According to the above-mentioned embodiment, CD-ROM is used as a recording medium in which computer reading for recording a game program and data is possible. However, a recording medium may not be limited to CD-ROM and may be magnetic, the optical recording medium, or semiconductor memory of others which computers, such as DVD (Digital VersatileDisc) or a ROM card, can read. A program and data for the method beforehand pre-installed in the game machine or the storage device to realize this invention may be provided.

[0074]The program and data for realizing this invention may be downloaded and used for HDD18 with the communication interface 17 shown in drawing 1 from other apparatus on the network 100 connected via the communication line 99. A program and data are recorded on the memory of other apparatus on the communication line 99, and it is also possible to use this program and data for RAM12 via the communication line 99 if needed, reading them into it one by one.

[0075]The program for realizing this invention and the supply form of data may be provided from other apparatus on the network 100 as a computer-data signal on which the subcarrier was overlapped. For example, the control device 2 requires transmission of a computer-data signal of other apparatus on the communication network 100 via the communication line 99 from the communication interface 17, This invention can be realized now by receiving the transmitted computer-data signal and storing in RAM12.

[0076]
[Effect of the Invention]According to this invention, the multi-play method operated while two or more players change a common player character can be provided, and fresh pleasure can be given to a player.

2.**** shows the word which can not be translated.
3.In the drawings, any words are not translated.

TECHNICAL FIELD

[Field of the Invention]This invention about the recording medium which recorded the program and its program of a video game device, a method for controlling the same, and a video game and in which computer reading is possible, It is related with the possible video game of two or more players operating a common player character via a network especially.

[Translation done.]

PRIOR ART

[Description of the Prior Art]In recent years, two or more players operate each player character in common virtual space using a network, and the multi-play type video game which plays a match against other players, or cooperates, and plays is increasing. The virtual world seen from the viewpoint set as each player is displayed on the display which each player uses, and the character of other players is also displayed on it.

[Translation done.]

2.**** shows the word which can not be translated.
3.In the drawings, any words are not translated.

EFFECT OF THE INVENTION

[Effect of the Invention]According to this invention, the multi-play method operated while two or more players change a common player character can be provided, and fresh pleasure can be given to a player.

[Translation done.]

TECHNICAL PROBLEM

[Problem(s) to be Solved by the Invention]Even though it plays the conventional multi-play type video game in cooperation with other players, and turns against other players and plays it, each player operates each one of player characters, and makes the character of other players make helped or attack. There is a method of such a multi-play for many years, and the player is demanding a new multi-play method.
[0004]Then, a video game device which provides the new multi-play method with which this invention used the network and a method for controlling the same, Let it be a technical problem to provide the recording medium which recorded the program and its program of a video game system, a method for controlling the same, and a video game and in which computer reading is possible.

[Translation done.]